REBELLION Episode 1.9 'FROM EVERY QUARTER, Part One'

Notes: High Command has dropped the radio silence order of the last few episodes. We're going to milk this idea so that Act One has the frenetic pace of an *ER* or *The West Wing*. There's lots of quick dialogue and camera tracking of characters as we move from one set to another, setting up the multiple threads of action that will take place throughout the rest of the episode. The high idea with Act One is to show life aboard a suddenly active *Atonement*: quick, confusing, and stressed with all the labyrinthine orders and assignments associated with an armed revolution.

I've decided that I want to try and combine both the Destri/Avarese/Mynock 'horror episode' with the Endigo/Bre/Moon 'mystery episode' and then complicate matters by giving both Mede and Antilles a dangerous subplot of their own. By the end of the episode, all of the plots should end on separate, very different cliffhangers.
In 'Reprisal,' the characters survived by working as a team. In 'From Every Quarter,' I want to show just how vulnerable they can be on their own. Here's the breakdown of each subplot:

Destri/Avarese- this is the Mynock episode. Its major theme is horror. Its connecting theme to the series is the energy crisis arc. We learn a lot more about Destri's past in this one, and see Avarese destroyed. We will attempt to instill some of the trappings of horror movies into *SW*.

Endigo/Bre/Moon- though Moon isn't seen in this plot, he's the major theme. Bre has made Endigo stay good on his promise to help her find Moon, but they run afoul of bounty hunters and Imperial entanglements. This one is high adventure space opera with chases, laser battles, and planet hopping. Its tone is meant to stand out in contrast to the Destri/Avarese plot and keep things *SW.*

Mede/Antilles- this plot starts out innocently enough, with Mede giving a tour of the *Atonement* to other Rebellion dignitaries, somewhat against his will. Many of these Rebel leaders have only seen a Star Destroyer in holographic schematics; with them, we learn just how big, scary, and complicated one of these vessels are. Lots of technical jargon throughout the tour, details about the crew it takes to run one, its devastating weaponry, how gargantuan it is inside, and just how much energy it takes to keep one 'afloat'. I want to take the time to show a realistic tour of the ISD *Atonement*, since we never have. Before it gets boring, however, *something happens*. I don't know what the exact details are yet, but I know I want to show Mede in command of a small fleet (each Rebel leader came to this rendezvous point with one or more capital ships) and proving to us why he's an Admiral. It may be a space battle or it may not, but Mede *in command* is what we want here. And I know it's a losing battle, too. Mede's victory here is getting everyone out of an impossible situation. Must think on this. Titus Mede hasn't really had a good story of his own for awhile. (Alternately, it could be satisfying to see a big naval win for the Admiral, but it would have to be against the Combine or some other antagonist, not the Empire.)

‘From Every Quarter, Part One’ Act Summaries

ACT ONE

- Start in space, as always. Several ships are spaced in a somewhat disorganized formation, each with its nose pointed to the center of it. They’re obviously waiting for something. Radio chatter gets across three ideas: 1) this isn’t a fleet but a collection of ships at a designated meeting point, 2) the ship captains are nervous about ‘so many of us being in the open,’ and 3) they’re still waiting on something. A *Lamba*-class shuttle drops out of lightspeed at the center of them and begins to send out encoded transmissions. Confirmations are sent out and the shuttle radios back to someone in hyperspace that it is safe to approach. The *Atonement* appears.
- Destri is on the bridge handing out orders. She’s harried. The hangar bays are still too damaged to land all of the cell leaders at once. The Admiral isn’t answering his page. Bre is bugging her to sign off a scouting expedition to a planet called 'Jomunga’ or something like that.
- Admiral Mede is in his quarters talking to Antilles. One more time, why does he have to do this? Can’t he give the tour to someone else? Or is this another one of your attempts, Antilles, to show them all I’m one of them now?
- Endigo is in charge of security in the hangar bay. Hulda and his team are still busy trying to fix the sections that Bre and Endigo destroyed last episode. The Rebel leaders are a disparate bunch and none too pleasant. Get across the idea that the Rebellion is still a bunch of outlaws and renegades. Bre is frustrated when Endigo ‘can’t just take off any time’ he likes.
- Commander Avarese is in charge of getting back into contact with all the Rebel cells in the sectors that the *Atonement* is supposed to account for. He, too, must deal with petty merchant lords and near-terrorists. The Technician mentions that Research Station Paladin still hasn’t responded to subspace queries. Who are they besides another backwater bunch of extortionists? A backwater bunch of extortionists that supply the sector with most of its tibanna gas. And they were working on something to deal with the energy crisis. Avarese gets worried. Paladin would have been a prime target during the recent quiet-like. Get me Captain Destri.
- Back on the bridge, Destri doesn’t have time. Suddenly one of the Rebel leaders needs use of medical bays 12-18. Who told him to engage the enemy before coming to this meeting? Have the scanning team check possible sublight engine emissions that could give us away. Selko, organize a recon TIE patrol and skirt out periphery. Launch some probes, while you’re at it. Parts & Technical says we’re low on probes. Well, it’s time for us to run out of them. Bre comes back and says she’s tracked Jomunga down to the Vor system. Looks like there might be good candidates for safe worlds there. Fine, run it by Expeditionary and I’ll send a report to High Command.
- The Admiral greets the Rebel leaders at the hangar bay. He proceeds to try and start the tour until he is deluged with questions. Are you sure it’s safe here, Admiral? Has Antilles already arrived? Before we begin, Admiral, I need you to sign off on the use of your medical bays. What? A visiting Rebel soldier says something to a friend about nearby *Atonement* stormtroopers and Endigo has to stop a fight. The Rebel soldier gets particularly nasty with Endigo, mentioning an old fracas with the Combine during Shen’s attendance.

- Hulda runs out of supplies to fix the hangar bays. He contacts Destri and wants her to sign off on a requisition form to 'a few of my fringer buddies.' No way High Command will go for that so soon after dropping the screen. Let me check with Parts & Technical. Figured you would figure I already did that, Captain. Check with Avarese, Hulda, he mentioned something about a supply base in the Cal Nuud sector.
- Avarese has been busy. He's uncovered suspicious Imperial activity around Cal Nuud close to Paladin. He contacts Captain Destri again.
- Destri doesn't have time again. Captain, the Admiral wants you to take over the tour. What? It's an order.
- Hulda gets into contact with Commander Avarese about some supply base in the Cal Nuud sector. Already working on that, Hulda. What?
- Bre 'forges' an Expeditionary order for a shuttle to go and check on Jomunga. She hurries back to the hangar bay and bumps into Mede. Where are you going, Officer Bre? Uh, to find Jumunga. There is no Jomunga. Admiral! Antilles needs you on the line again. He has Madine with him. Bre takes a quick exit.
- Endigo finishes up with security, taking great delight in sending the mouthy Rebel soldier to detention. Bre shows Endigo the order and reminds him of his promise. Fine, let's go. Don't forget to remind me to forget to assign a release time for that guy.
- Avarese goes to the bridge to find Destri. This Paladin thing is important. Destri's running the tour now. What?
- Antilles tells the Admiral about Paladin. Send Destri. Sigh.
- Destri can barely answer all the questions about the Star Destroyer. Finally, Avarese intrudes with something about Paladin. Commander, I'm busy, give it to the Admiral. The Admiral reluctantly comes back to the tour group. Destri, assemble your team. Avarese will brief you on Paladin.

ACT TWO

- Endigo and Bre, in a shuttle, leave the Star Destroyer and set out for a hyperlane. Selko's recon TIE intercepts them. Bre nonchalantly tells him about the Expeditionary assignment and Selko doesn't seem to care. He's en route to meeting the Captain, 'and I think they want me to run escort.' Suddenly, Bre gets worried and asks Selko pretty please to not mention saying anything to Destri about seeing them. What? Endigo: Yeah, what? Bre hits the hyperdrive before anyone asks another question.
- Admiral Mede scene [?]
- Avarese and Destri go over the Paladin station. We find out that the Research Station was working on some kind of super-duper energy supply involving tibanna gas. They're remote and their project is hush-hush, so maybe that's why they didn't get into contact with us after High Command lifted radio silence. But now they're not answering us. Madine wants us to check it out.
- Endigo looks up Jomunga in the Imperial database. The planet doesn't exist. Is this something like Had Abaddon? Jomunga isn't a planet, Shen, it's an organization. That should still be in the Imperial database. Well, it's kind of legendary. Ah, you mean the organization doesn't exist, either. Yeah, it existed. How do you know that? Moon said so. And he'd never have a reason to lie, would he? No, but the Imperial database would. Why is that? Because the Jomunga were a sect of the Jedi.